SOUTH

TABLE 1

TABLE 1

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	1	1	1	1-2	
2.	1	10	11	3	3-4	
3.	1	8	10	5	5-6	
4.	1	6	9	7	7-8	
5.	1	4	8	9	9-10	
6.	1	2	7	11	11-12	
7.	1	11	6	2	13-14	
8.	1	9	5	4	15-16	
9.	1	7	4	6	17-18	
10.	1	5	3	8	19-20	
11.	1	3	2	10	21-22	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1

NORTH

TABLE 1

Remain Stationary

SOUTH

TABLE 2

TABLE 2

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	2	2	2	3-4	
2.	2	11	1	4	5-6	
3.	2	9	11	6	7-8	
4.	2	7	10	8	9-10	
5.	12	5	9	10	11-12	-ROVER-
6.	2	3	8	1	13-14	
7.	2	1	7	3	15-16	
8.	2	10	6	5	17-18	
9.	2	8	5	7	19-20	
10.	2	6	4	9	21-22	
11.	2	4	3	11	1-2	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2

NORTH

TABLE 2

Remain Stationary

TABLE 3

SOUTH

TABLE 3

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	3	3	3	5-6	
2.	3	1	2	5	7-8	
3.	3	10	1	7	9-10	
4.	3	8	11	9	11-12	
5.	3	6	10	11	13-14	
6.	3	4	9	2	15-16	
7.	3	2	8	4	17-18	
8.	3	11	7	6	19-20	
9.	12	9	6	8	21-22	-ROVER-
10.	3	7	5	10	1-2	
11.	3	5	4	1	3-4	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 3

NORTH

TABLE 3

Remain Stationary

4

TABLE

SOUTH

4

TABLE

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

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Go Next to Table 6, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	4	4	4	7-8	
2.	12	2	3	6	9-10	-ROVER-
3.	4	11	2	8	11-12	
4.	4	9	1	10	13-14	
5.	4	7	11	1	15-16	
6.	4	5	10	3	17-18	
7.	4	3	9	5	19-20	
8.	4	1	8	7	21-22	
9.	4	10	7	9	1-2	
10.	4	8	6	11	3-4	
11.	4	6	5	2	5-6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

4

NORTH

TABLE

4

TABLE 5

SOUTH

TABLE 5

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	5	5	5	9-10	
2.	5	3	4	7	11-12	
3.	5	1	3	9	13-14	
4.	5	10	2	11	15-16	
5.	5	8	1	2	17-18	
6.	12	6	11	4	19-20	-ROVER-
7.	5	4	10	6	21-22	
8.	5	2	9	8	1-2	
9.	5	11	8	10	3-4	
10.	5	9	7	1	5-6	
11.	5	7	6	3	7-8	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

NORTH

TABLE 5

Remain Stationary

SOUTH

TABLE SIX

TABLE SIX

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	6	6	6	11-12	
2.	6	4	5	8	13-14	
3.	6	2	4	10	15-16	
4.	6	11	3	1	17-18	
5.	6	9	2	3	19-20	
6.	6	7	1	5	21-22	
7.	6	5	11	7	1-2	
8.	6	3	10	9	3-4	
9.	6	1	9	11	5-6	
10.	12	10	8	2	7-8	-ROVER-
11.	6	8	7	4	9-10	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE SIX

TABLE SIX

NORTH

Remain Stationary

7

TABLE

SOUTH

7

TABLE

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	7	7	7	13-14	
2.	7	5	6	9	15-16	
3.	12	3	5	11	17-18	-ROVER-
4.	7	1	4	2	19-20	
5.	7	10	3	4	21-22	
6.	7	8	2	6	1-2	
7.	7	6	1	8	3-4	
8.	7	4	11	10	5-6	
9.	7	2	10	1	7-8	
10.	7	11	9	3	9-10	
11.	7	9	8	5	11-12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

7

NORTH

TABLE

7

Remain Stationary

8

TABLE

SOUTH

8

TABLE

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	8	8	8	15-16	
2.	8	6	7	10	17-18	
3.	8	4	6	1	19-20	
4.	8	2	5	3	21-22	
5.	8	11	4	5	1-2	
6.	8	9	3	7	3-4	
7.	12	7	2	9	5-6	-ROVER-
8.	8	5	1	11	7-8	
9.	8	3	11	2	9-10	
10.	8	1	10	4	11-12	
11.	8	10	9	6	13-14	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

8

NORTH

TABLE

8

Remain Stationary

NINE

TABLE

SOUTH

NINE

TABLE

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	9	9	9	17-18	
2.	9	7	8	11	19-20	
3.	9	5	7	2	21-22	
4.	9	3	6	4	1-2	
5.	9	1	5	6	3-4	
6.	9	10	4	8	5-6	
7.	9	8	3	10	7-8	
8.	9	6	2	1	9-10	
9.	9	4	1	3	11-12	
10.	9	2	11	5	13-14	
11.	12	11	10	7	15-16	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NINE

NORTH

Remain Stationary

TABLE

NINE

TABLE 10

SOUTH

TABLE 10

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	10	10	10	19-20	
2.	10	8	9	1	21-22	
3.	10	6	8	3	1-2	
4.	12	4	7	5	3-4	-ROVER-
5.	10	2	6	7	5-6	
6.	10	11	5	9	7-8	
7.	10	9	4	11	9-10	
8.	10	7	3	2	11-12	
9.	10	5	2	4	13-14	
10.	10	3	1	6	15-16	
11.	10	1	11	8	17-18	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 10

NORTH

TABLE 10

Remain Stationary

TABLE 11

SOUTH

TABLE 11

R1122R.IND

11 tables, 11 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3 6 9
Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	11	11	11	21-22	
2.	11	9	10	2	1-2	
3.	11	7	9	4	3-4	
4.	11	5	8	6	5-6	
5.	11	3	7	8	7-8	
6.	11	1	6	10	9-10	
7.	11	10	5	1	11-12	
8.	12	8	4	3	13-14	-ROVER-
9.	11	6	3	5	15-16	
10.	11	4	2	7	17-18	
11.	11	2	1	9	19-20	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 11

NORTH

TABLE 11

Remain Stationary